



REFERENCE CARD

Cycle Targets

Fire Weapon

Cycle Weapon Selection

Toggle Altitude Lock

Default Hatswitch Controls

Left- FANTAIL® Left

Right- FANTAIL® Right

Up- Collective Increase

Down- Collective Decrease

Alternate Hatswitch Controls

Up- Full Screen (F2) view

Down- Forward Cockpit (F1) view

Left- Left Cockpit (F3) view

Right- Right Cockpit (F4) view

Standard 4-Button Non-Programmable Joystick

The Gold Standard in Combat Simulations™

Comanche Gold KEYBOARD COMMANDS

VIEWS (with Alt Key) *Spin Camera* *Letterbox View* *Full Screen Left* *Full Screen Right* *Drop Cam* *External Front Cam* *Rear 3/4 Cam* *Front 3/4 Cam* *Missile View* *VR Headset Tracking View*

VIEWS

Menu Bar <i>Esc</i>	Forward Cockpit View <i>F1</i>	Full Screen <i>F2</i>	Left Cockpit View <i>F3</i>	Right Cockpit View <i>F4</i>	Fly-by Cam <i>F5</i>	External Chase Cam <i>F6</i>	Left MFD Close-up <i>F7</i>	Right MFD Close-up <i>F8</i>	Enemy View (of you) <i>F9</i>	Your View of Enemy <i>F10</i>	Team Mate View <i>F11</i>	Team Mate External <i>F12</i>	<i>Print Scrn</i>	<i>Scroll Lock</i>	Pause Game <i>Pause</i>
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COLLECTIVE

0% ~	10% 1	20% 2	30% 3	40% 4	50% 5	60% 6	70% 7	80% 8	90% 9	100% 0	Momentary Minimum Collective -	Momentary Maximum Collective =	Bay Doors \	Break/Delete Target ←	<i>Insert</i>	<i>Home</i>	<i>Page Up</i>
TRGT Hold <i>Tab</i>	Change TRGT Mode <i>Q</i>	Cycle Waypoint <i>W</i>	Start/Stop Engine <i>E</i>	Chat Mode <i>R</i>	Enter Mission Replay <i>T</i>	Player View <i>Y</i>	Cycle Other Players <i>U</i>	Cycle Map Mode <i>I</i>	TRGT Cycle <i>O</i>	TRGT Priority <i>P</i>	Cycle Weapon Forward <i>[</i>	Cycle Weapon Backward <i>]</i>	Cycle Targets				
Cycle Targets <i>Caps Lock</i>	Tail Rotor Left <i>A</i>	Tail Rotor Right <i>S</i>	Cycle HMD Detail <i>D</i>	Bay Doors <i>F</i>	Landing Gear <i>G</i>	Cycle HMD Color <i>H</i>	Hover Hold <i>J</i>	Lock Current Altitude <i>K</i>	Altitude Lock <i>L</i>	Optical Zoom In ;	Optical Zoom Out ,	Enter					
Limit/ Full Cyclic Range <i>Shift</i>	Cannon <i>Z</i>	Rockets <i>X</i>	Stingers <i>C</i>	Hellfires <i>V</i>	Artillery <i>B</i>	Hand Off <i>N</i>	Team Mate Commands <i>M</i>	Map Zoom Out <	Map Zoom In >	Help ?	Limit/ Full Cyclic Range <i>Shift</i>						
Move Camera <i>Ctrl</i>	<i>ALT</i>	Fire Weapon								<i>ALT</i>	Move Camera <i>Ctrl</i>						

<i>Print Scrn</i>	<i>Scroll Lock</i>	<i>Pause</i>
<i>Insert</i>	<i>Home</i>	<i>Page Up</i>
<i>Delete</i>	<i>End</i>	<i>Page Down</i>
Cyclic ↑		
Cyclic ←	Cyclic ↓	Cyclic →

0% Collective Num Lock	100% Collective /	50% Collective *	Momentary Minimum Collective -
Cyclic Control 7 ↙	Cyclic Control 8 ↑	Cyclic Control 9 ↗	Momentary Maximum Collective
Cyclic Control 4 ←	Fire Weapon 5	Cyclic Control 6 →	+
Cyclic Control 1 ↙	Cyclic Control 2 ↓	Cyclic Control 3 ↘	Cycle Targets
Tail Rotor Left <i>Ins</i>		Tail Rotor Right <i>Del</i>	Enter

Waypoint Distance

Heading Indicator

Waypoint Direction

Rate Of Climb Indicator

Above Sea Level Altimeter

Above Ground Level Altimeter

Analog Above Ground Indicator

Altitude Lock Indicator

Mission Time Code

Compass Heading Tape

Pitch Indicator

Horizontal Situation Indicator

System Damage Indicator

Bay Door/ Landing Gear

Targets Remaining

Waypoint Stakes

Hellfire Target Box

Torque Indicator

Weapon In Priority

Targeting Mode

Situation Display

Gunsight Pipper

Groundspeed Indicator

Velocity Vector

HoverHold Envelope

K E Y C H A R T

General Game Controls

Esc	Menu Bar	: toggle to menu bar
Pause	Pause Game	: halts/resumes simulation
?	Keyboard Help	: superimposes key summary on screen
Alt T	Enter Mission Replay	: resume live action from mission replay mode

Primary Flight Controls

Alt E	Start-Stop Engine	: toggle engine on and off
0	Full Collective	: sets collective at 100%
1-9	Collective Output	: sets collective increments
5	Normal Collective	: sets collective at 50%
~	No Collective	: sets collective at 0%
=	Momentary Maximum Collective	: sets collective at 100% while key is pressed
–	Momentary Minimum Collective	: sets collective at 0% while key is pressed
Arrow Keys	Cyclic Control	: controls pitch and bank
A	Tail Rotor Left	: rotates helicopter nose to left
S	Tail Rotor Right	: rotates helicopter nose to right
Shift	Limit/ Full Cyclic Range (Momentary)	: momentarily toggles the limit on/off
K	Lock Current Altitude (Advanced Flight Model only)	: set Altitude Lock at current alt.
Alt K	Enter Altitude Lock (Advanced Flight Model only)	: type in your desired altitude
L	Altitude Lock	: toggles your Altitude Lock
J	HoverHold (Advanced Flight Model only)	: toggles HoverHold mode
M	Team Mate Commands	: see information at right

Player Views

F1	Forward Cockpit View	: standard view from front of helicopter
F2	Full Screen View	: full screen view from front of helicopter
F3	Left Cockpit View	: standard view from left of helicopter
F4	Right Cockpit View	: standard view from right of helicopter
F5	Fly-by Cam	: external view of helicopter from a fixed point in space
F6	External Chase Cam	: rear external camera view
F7	Left MFD Close-up	: close-up view of left Multi-Function Display (MFD)
F8	Right MFD Close-up	: close-up view of right MFD
F9	Enemy View	: view of yourself from enemy’s perspective
F10	External Enemy View	: view of yourself and your targeted enemy
F11	Team Mate Forward View	: forward view from your Team Mate’s cockpit
F12	Team Mate External View	: external view of Team Mate’s helicopter
Alt F1	Spin Camera	: a slowly revolving external view of your helicopter
Alt F2	Letterbox View	: letterbox view
Alt F3	Full Screen Left	: full screen view of left cockpit view
Alt F4	Full Screen Right	: full screen view of right cockpit view
Alt F5	Drop Cam	: external view from ground in front of your helicopter
Alt F6	External Front Cam	: external front view of your helicopter
Alt F7	Rear 3/4 Cam	: external view from rear 3/4 of your helicopter
Alt F10	Missile View	: external view of your missile as it flies toward the target
;	Optical Zoom In	: zoom in on any view
,	Optical Zoom Out	: zoom out on any view
Control & Arrow Keys	Move Camera	: move camera view

Key Pad Flight Controls

*	Normal Collective	: sets collective at 50%
Num. Lock	No Collective	: sets collective at 0%
/	Maximum Collective	: sets collective at 100%
–	Momentary Minimum Collective	: sets collective at 0% while key is pressed
+	Momentary Maximum Collective	: sets collective at 100% while key is pressed
1-4, 6-9	Cyclic Controls	: controls pitch and bank
Ins	Tail Rotor Left	: rotates helicopter nose to left
Del	Tail Rotor Right	: rotates helicopter nose to right
5	Fire Weapon	: fires selected weapon
Enter	Cycle Targets	: cycles through a list of eligible targets

Secondary Flight Controls

F	Bay Doors	: toggle Doors Open/Close
G	Landing Gear	: toggle Gear Up/Down
W	Cycle Waypoint	: cycles to next waypoint
D	Cycle HMD Detail	: cycles detail levels
H	Cycle HMD Color	: cycles Helmet Mounted Display (HMD) colors
I	Cycle Map Mode	: cycles Map detail
>	Map Zoom In	: zooms in the Map screen
<	Map Zoom Out	: zooms out the Map screen

Targeting Controls

Enter/ Caps Lock	Cycle Targets	: cycles through a list of eligible targets
Q	Change Target Mode	: toggles between Cycle and Priority Modes
Tab	TRGT Hold	: switches targeting mode to Hold
O	TRGT Cycle	: switches targeting mode to Cycle
P	TRGT Priority	: switches targeting mode to Priority
Backspace	Break/Delete Target	: breaks your target lock/removes targets from Hold List

Weapon Controls

Spacebar	Fire Weapon	: fires selected weapon
[or]	Cycle Weapons	: cycle weapon selection forward and backward
Z	Cannon	: selects 20mm chain gun
X	Rockets	: selects Hydra-70 FFAR rockets
C	Stingers	: selects AIM-92 Stinger missile
V	Hellfires	: selects AGM-114 Hellfire missile
B	Artillery	: requests artillery fire mission
N	Hand Off Targeting	: selects target for Team Mate

Multi-Player Mode

Alt U	Cycle Other Players	: cycles through other player views (co-op only)
Alt Y	Player View	: returns to your view
R	Chat Mode	: opens dialogue window
Enter	Enter Chat	: send the message to the other players

Team Mate Commands

M-1	Follow and Engage	: maintain formation, engage and pursue enemies
M-2	Engage Air	: maintain formation, only attack air enemies
M-3	Engage Ground	: maintain formation, only attack ground enemies
M-4	Follow and Evade	: avoid conflict, retreat if necessary
M-5	Scout Ahead	: travel ahead and scout for enemies
M-6	Cover Me	: engage enemies which attack me
M-7	Hold Position	: remain at the current location until otherwise ordered
M-8	Patrol Base	: return to base and patrol until otherwise ordered